

FIG. 1

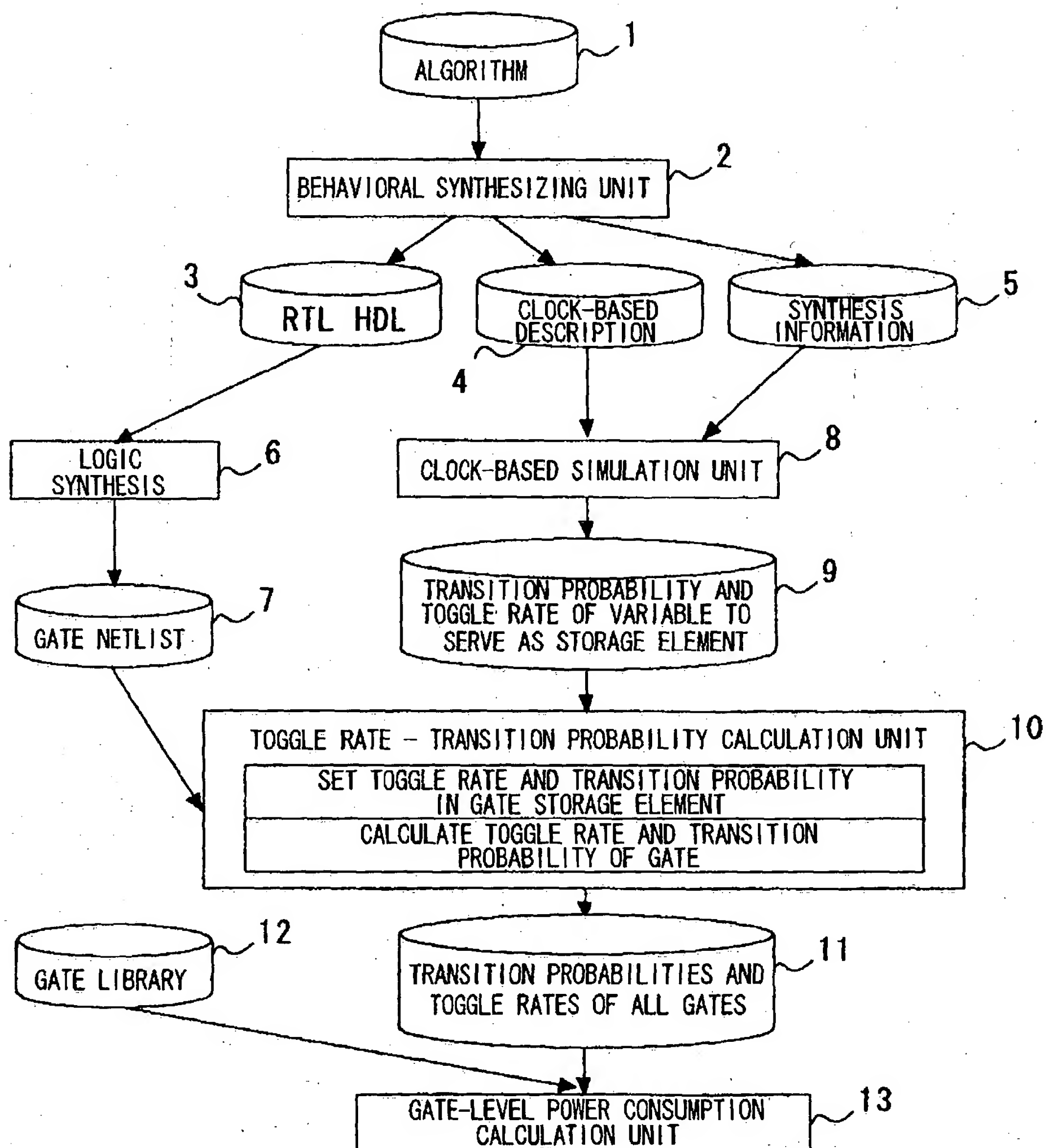


FIG. 2

## PRIOR ART

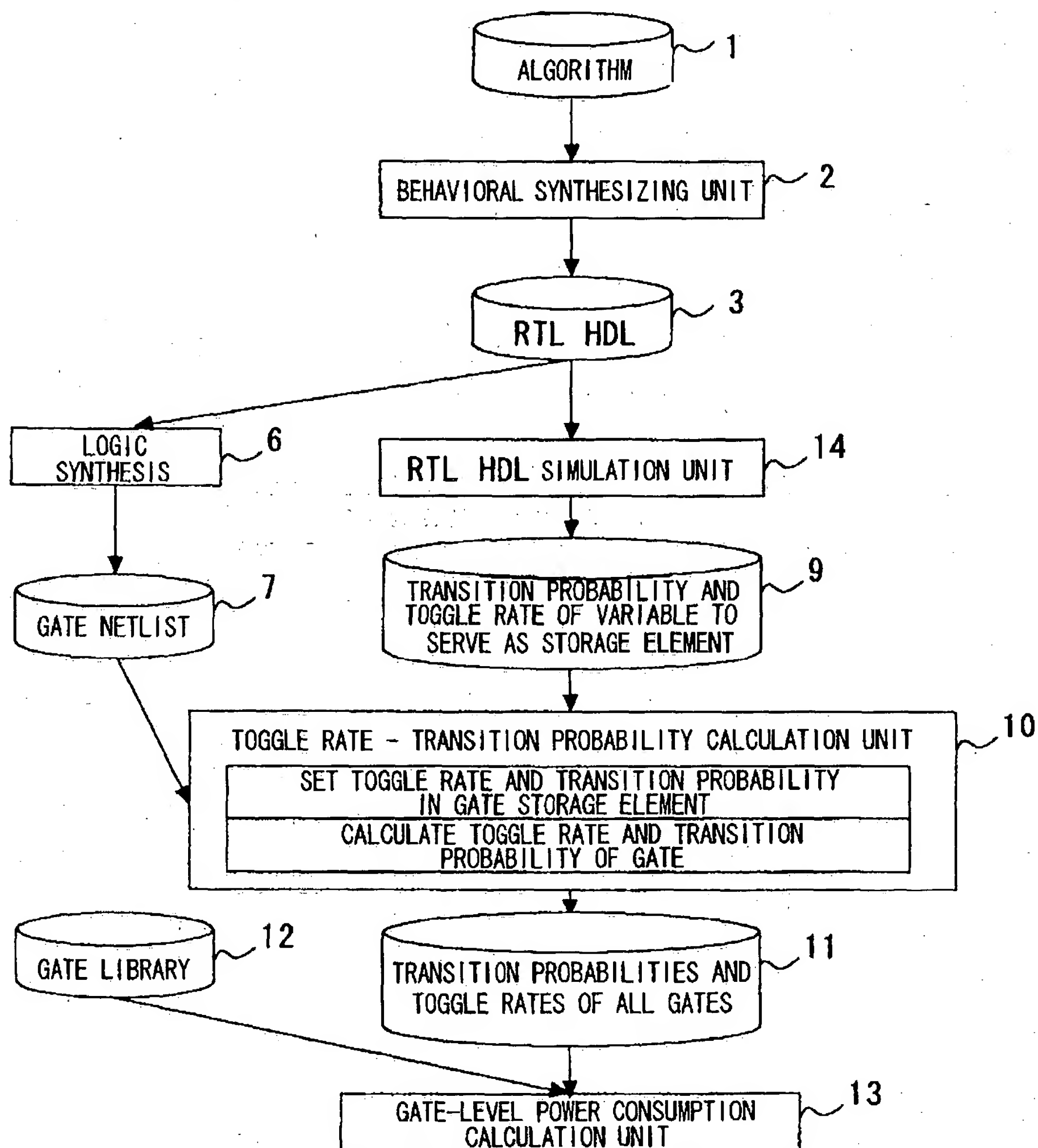


FIG . 3

```
int    DataPath(int a, b, *c, d)
{
    x = a + b;
    x = c[d] + x;
    return x;
}
```

FIG . 4

	Reg1	Reg2	Reg3	Reg4	Reg/Mem
st0	—	—	—	—	—
st1	a	b	—	—	—
st2	—	—	x	d	—
st3	—	t2	—	—	c
st4	—	—	x	—	—

FIG . 5

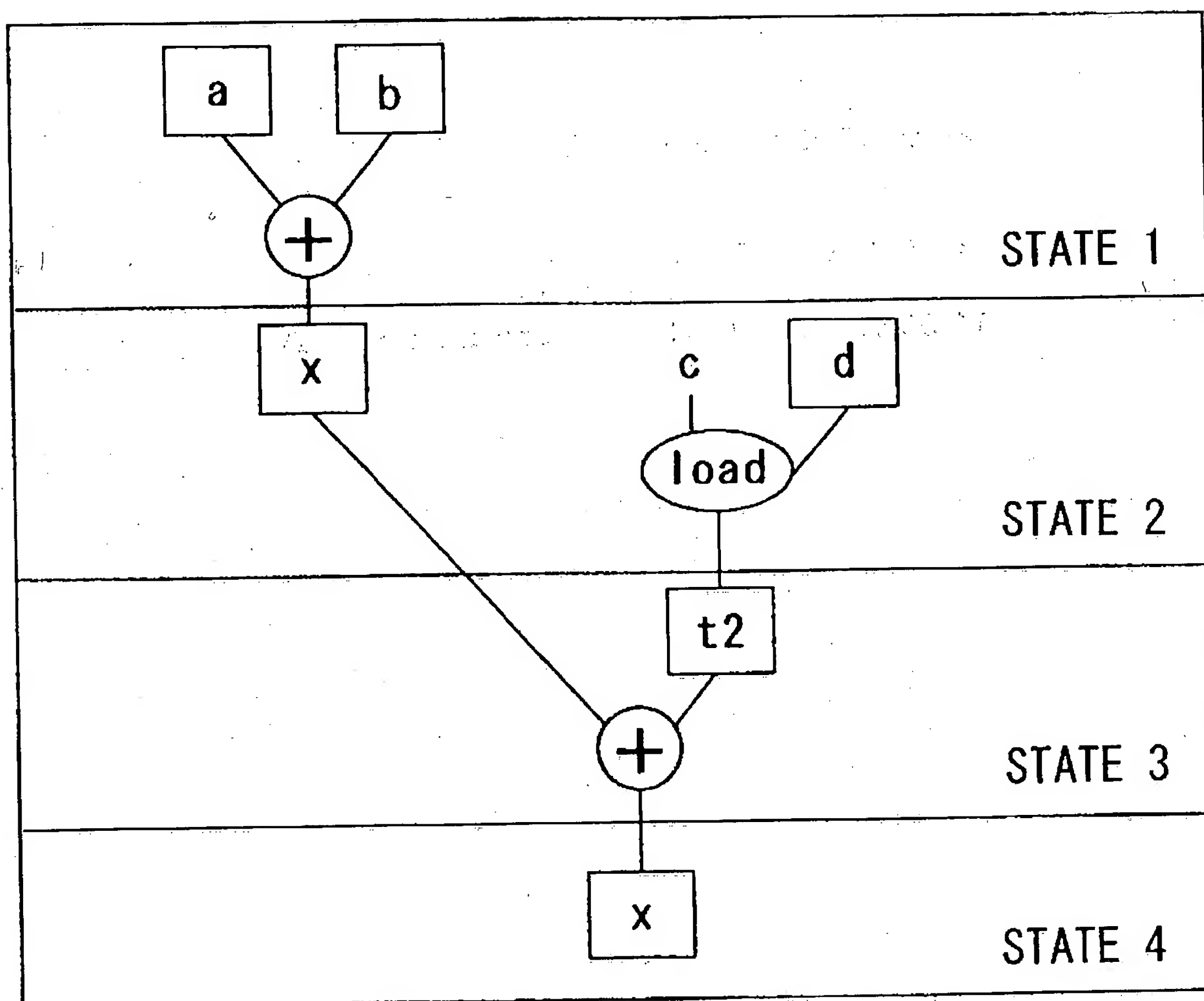
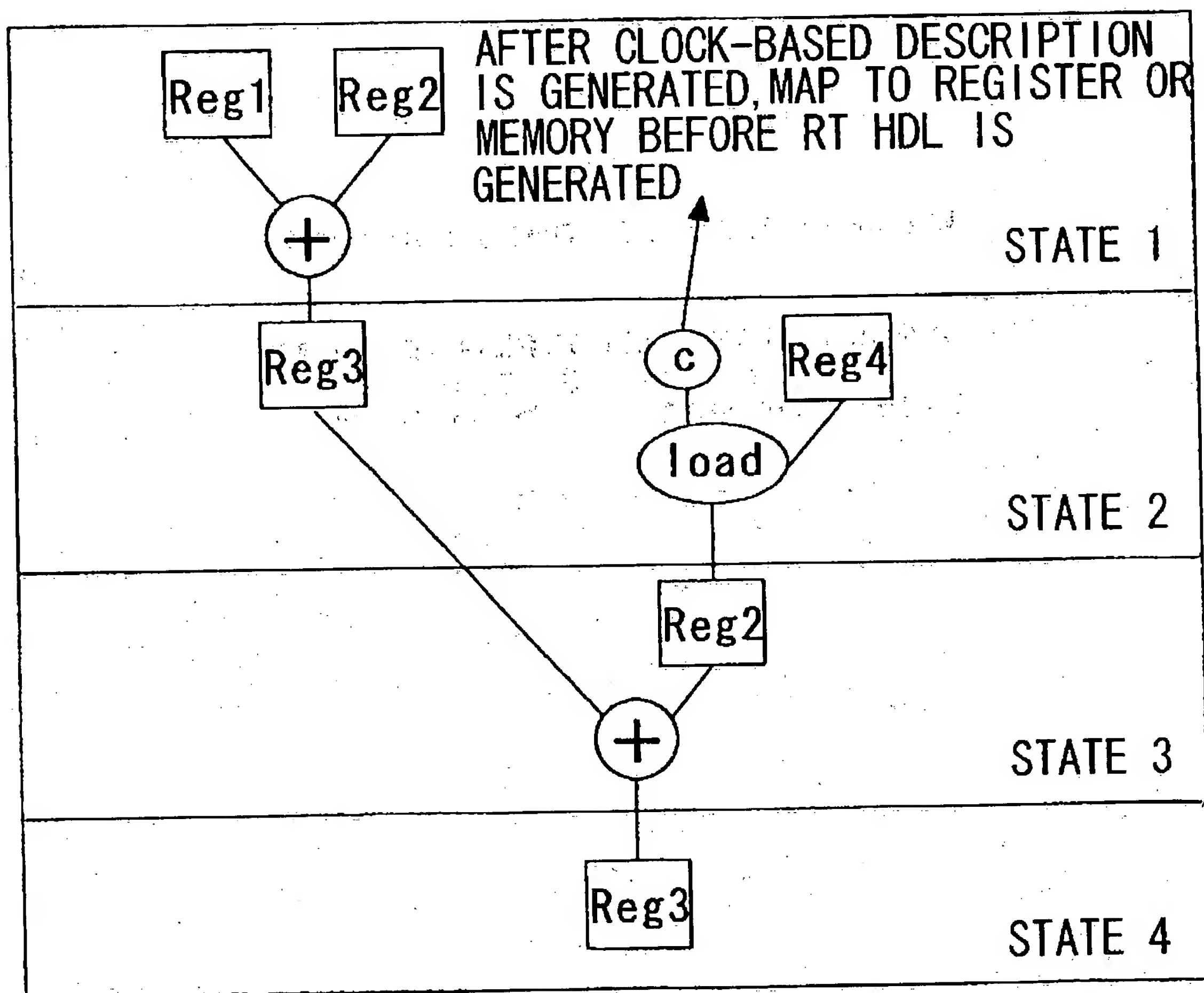


FIG . 6



**FIG. 7**

CLOCK-BASED DESCRIPTION

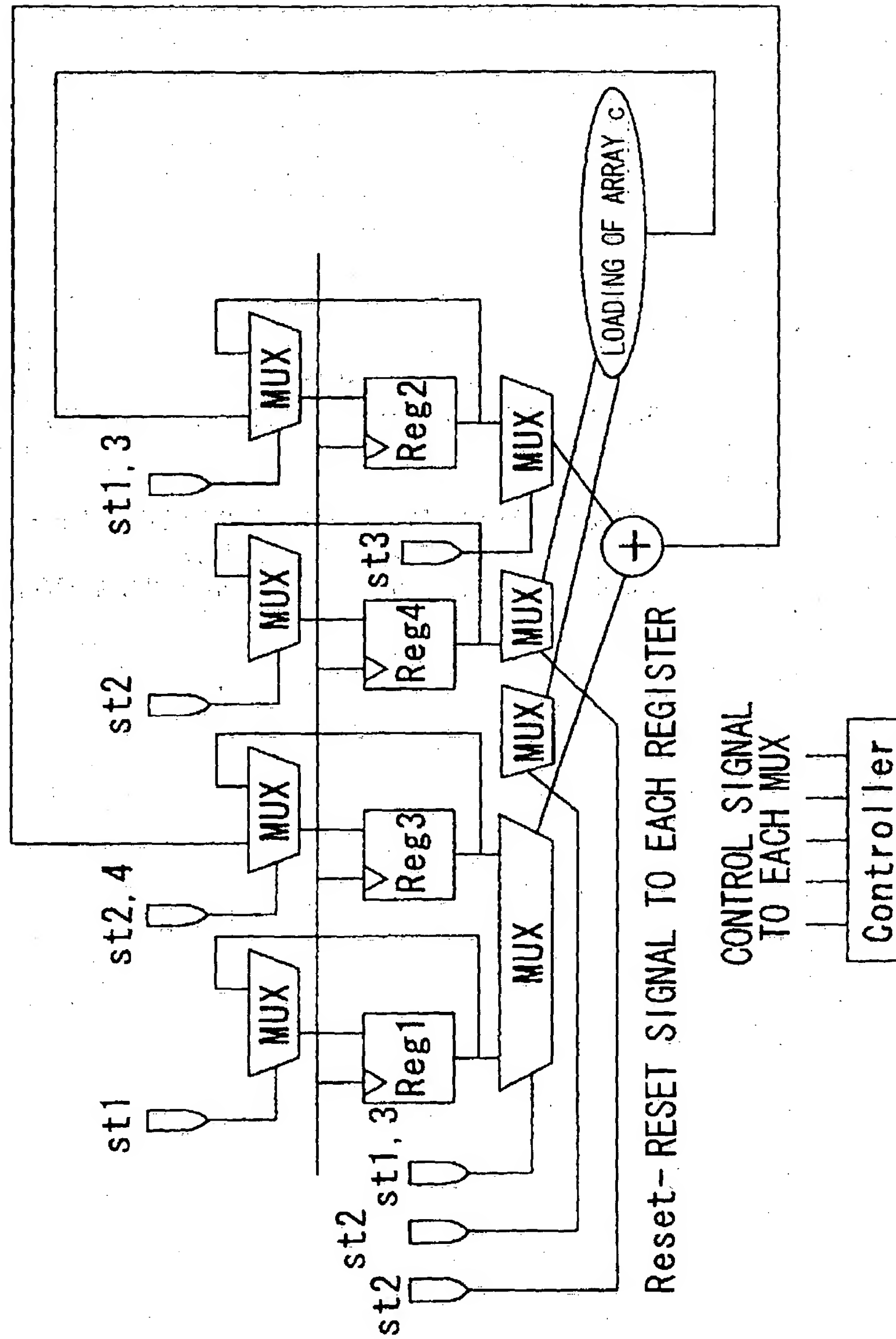


FIG . 8A

CLOCK-BASED DESCRIPTION

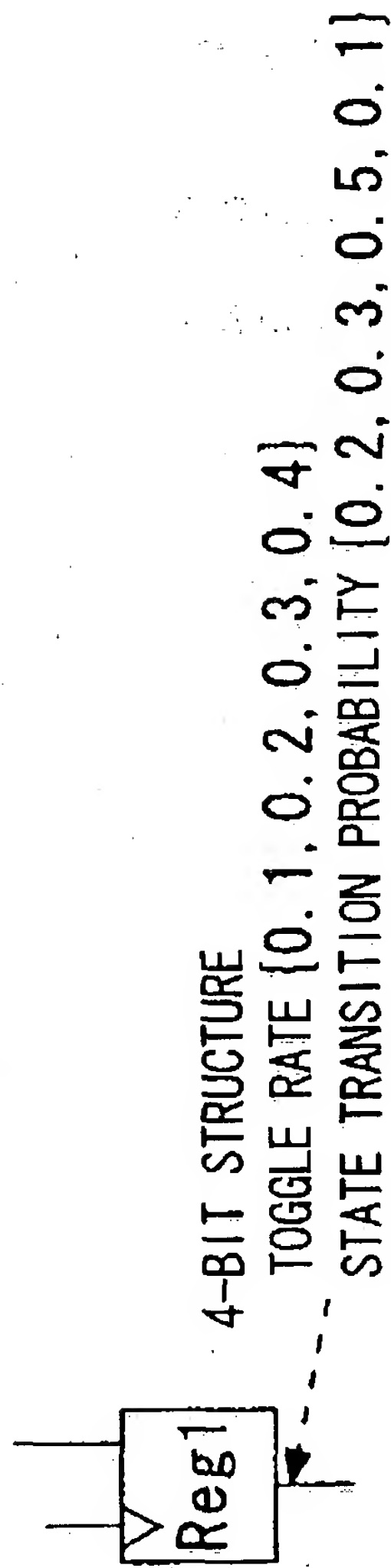


FIG . 8B

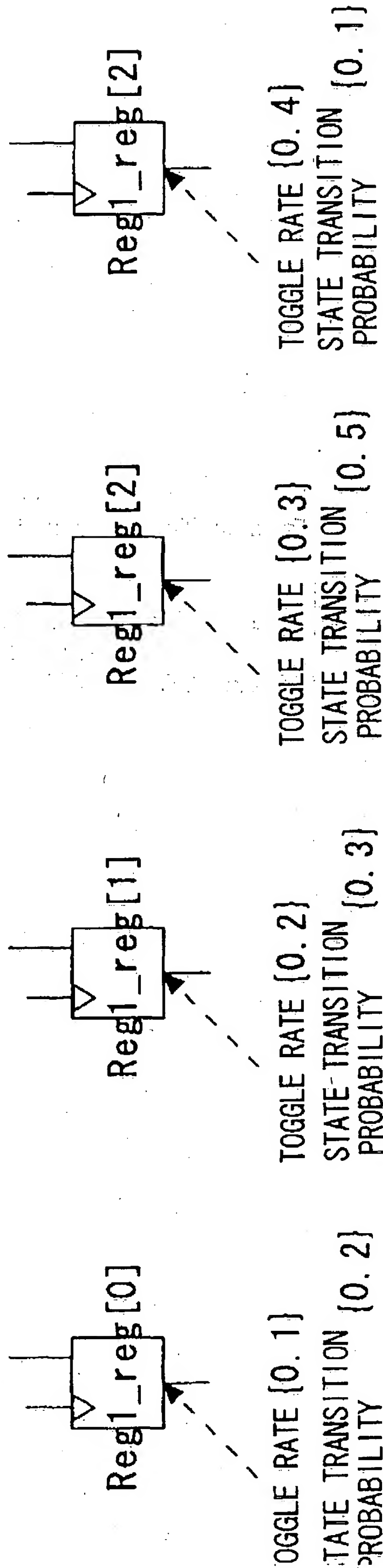




FIG . 9A

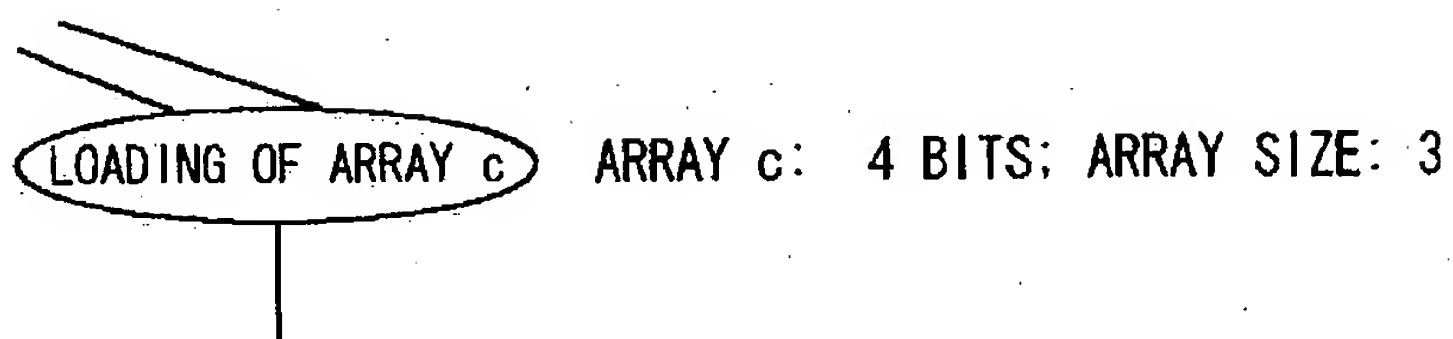
CLOCK-BASED DESCRIPTION

FIG . 9B

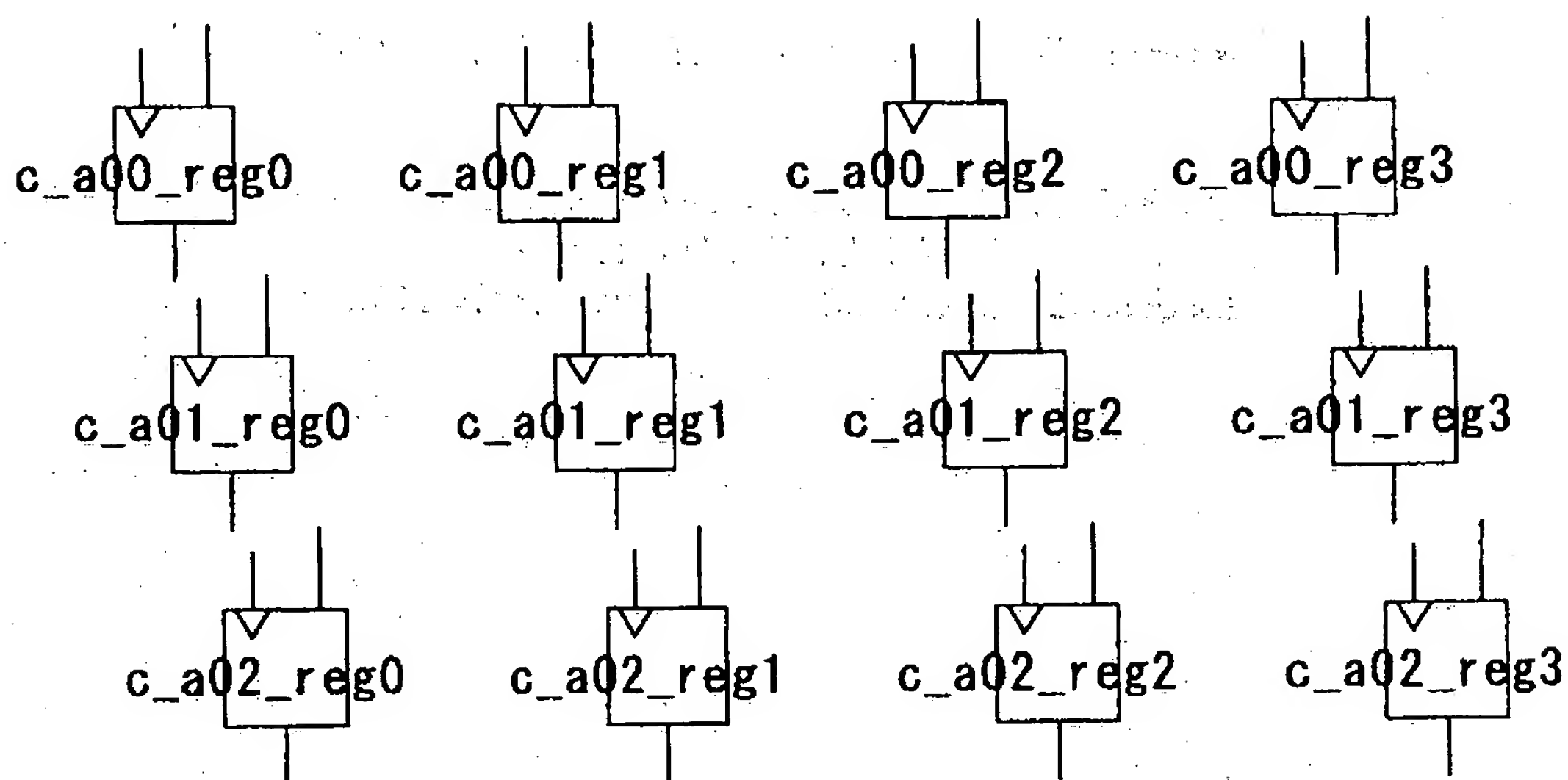
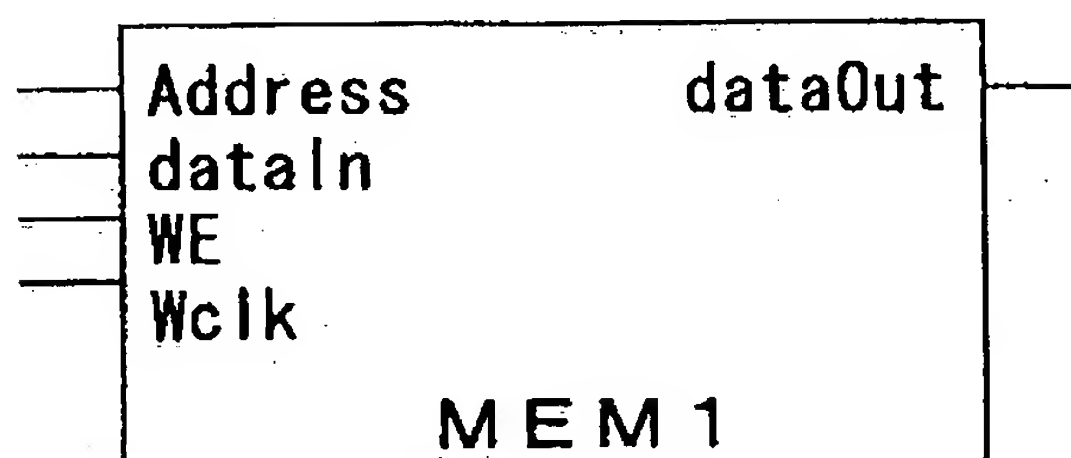
GATE-LEVEL FLIP-FLOPS

FIG . 9C

MEMORY

## FIG . 10

SYNTHESIZED INFORMATION FILE

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## [Memory Usage Table]

no.	name	kind	addr	data	stat	cond
1.	c(MEM1)	R1	TR_165(0:7)	----	ST1_14	T120
2.	h(h_reg)	RW1		RG_32(10:4)	ST1_16	T148 && T149

FIG. 11A  
WITHOUT GATED CLOCK

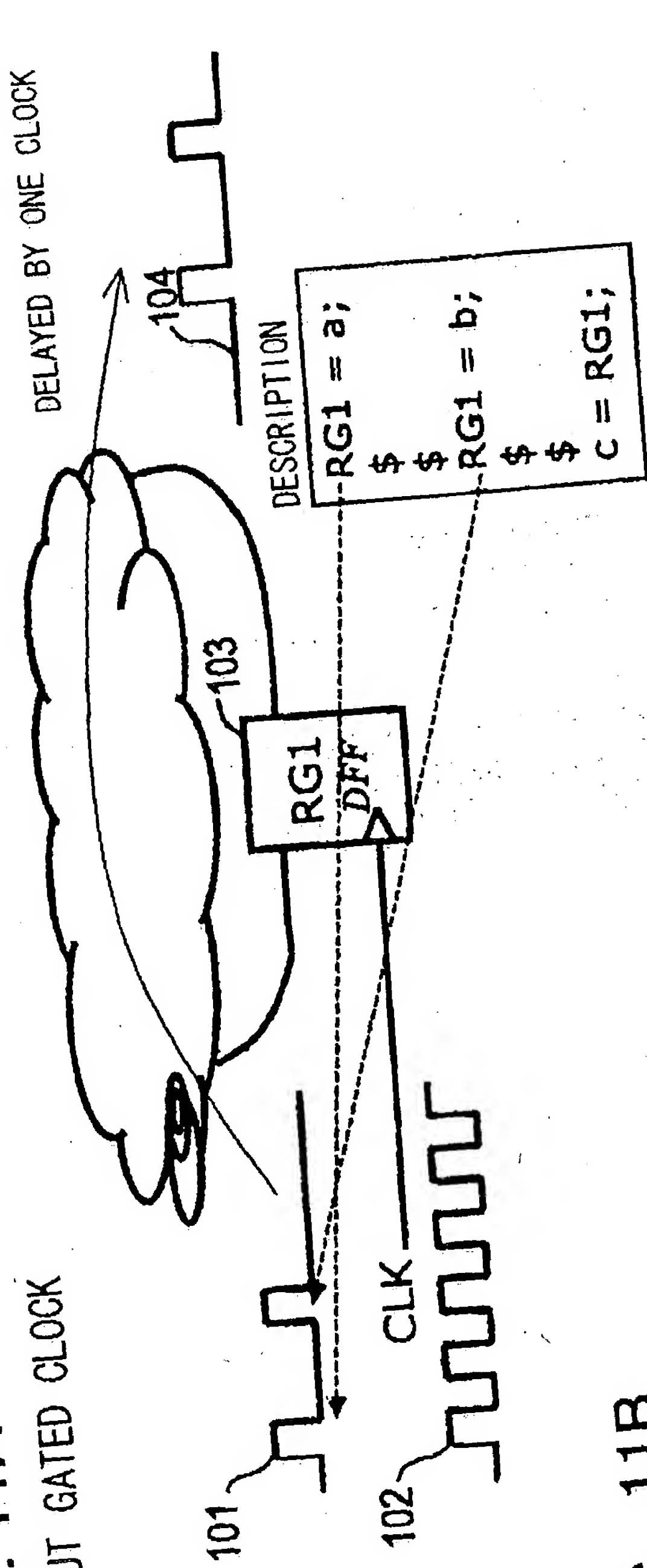


FIG. 11B

